

# SCGWL Presents: SoCal Slaughter 4!

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Welcome to the SCGWL Fourth Annual Fantasy Grand Tournament. Within this packet, you will find all of the needed scenarios, score sheets, and rules for this tournament. Any questions about this event may be directed to either Scott ([tiv@cox.net](mailto:tiv@cox.net)) or Quentin ([phazael.scgwl@gmail.com](mailto:phazael.scgwl@gmail.com)) for answers. This event will run with the following restrictions:

- 1) All Army lists must come from current Games Workshop Army books. The only exceptions are Dogs of War and Chaos Dwarves, who use their respective Games Workshop approved PDF files. Expansion lists are not permitted.
- 2) Dog of War allies may be taken for any army, other than Bretonians, under the guidelines listed in the Dogs of War PDF file. Rhinox Riders of any type are permitted for Ogre Kingdoms and Dogs of War armies only. The Dogs of War Giant may be taken by Empire, Dark Elves, or Skaven, as outlined in the White Dwarf article. Albion entries may be selected as their listing indicates. No Storm of Chaos entries are allowed in this tournament.
- 3) Special Characters and unique unit champions are not permitted in this tournament. Dogs of War may take Regiments of Renown, but not named Dogs of War characters. No other army may select Regiments of Renown.
- 4) Army lists must be 2500 points or less. Each player must bring two additional copies of their army list; one for their opponent to review after the game and one to submit to the judges during registration. All hidden war gear and assassins must be clearly defined in the army list as to which unit it is a part of. Misrepresentation of army lists will be grounds for disqualification.
- 5) The SCGWL uses the "sliding" standard. This means that in a turn where a unit charges, it automatically maximizes to the opposing unit in a manner that brings as many models into the fight as possible, once all charge moves have been completed. Once engaged, no further maximizing occurs, outside the standard 8<sup>th</sup> edition rules.
- 6) All 8<sup>th</sup> Edition Warhammer rules will be in full effect for this tournament. If you have any questions about how the rules will be implemented, please contact the head judge, Quentin Bohn via email ([phazael.scgwl@gmail.com](mailto:phazael.scgwl@gmail.com)) with your concerns.

## Event Registration Details:

This event will be held at the Ontario Convention Center in Ontario California. The address for the venue is 2000 East Convention Center Way, Ontario California, 91764. The event will be held in Ballroom A. There are onside concessions and there will be an in room bartender during the event. Outside alcoholic beverages are not permitted by the venue, under the terms of our agreement. We have an agreement with the Double Tree Hotel, located directly next door, for room rental rates of \$80 per night for all convention attendees. The organizers will be present at the Double Tree for anyone wanting to ask us questions or just hang out and discuss the hobby.

Event Registration is \$65 for general admission. Members of SCGWL, Leadership 2, The Chosen, Phoenix Area Warhammer Society, or employees of Games Workshop pay only \$60 per ticket. You can mail checks to our treasurer or pay via PayPal ([pay@scgwl.com](mailto:pay@scgwl.com)) but all PayPal transactions carry a \$3 handling fee. Anyone registering prior to July 20<sup>th</sup> will receive a reroll token. This token may be turned in to the main judge at any point during this or any other SCGWL event for the chance to reroll one single die. For mailing information, email our treasurer Mike Ulibarri ([mgu@earthlink.net](mailto:mgu@earthlink.net)).

Due to the time sensitive nature of the transition into 8<sup>th</sup> edition, army lists will be accepted up until August 18<sup>th</sup>. Army lists should be sent directly to the Head Judge ([phazael.scgwl@gmail.com](mailto:phazael.scgwl@gmail.com)) in plain text, PDF, or Army Builder 3 format. All army lists will be reviewed by our three comp judges on a 0-5 scale, for a total judged comp rating of 0-15. These judged comp scores will be used solely to pair the first two rounds of the tournament and will have no impact on any scoring or placements. The Judge Panel Comp scores will be posted during the first round, but are not subject to review or debate. Following the second round, all pairings are conducted solely by Battle Points.

## Terrain:

The terrain used in the tournament should be fairly universal. All tables should have two woods, two hills, and two or three miscellaneous pieces of terrain. All terrain used in SCGWL events follows the guidelines of the following chart:

Terrain Type	Cover	Movement	Misc Effects
Hill	None	No Effect	Elevated Units get additional LOS benefits
Wood	Light	See Main Rulebook	Area Terrain
Ruins	Hard	See Main Rulebook	Area Terrain
Building	Hard	Impassible to Fliers, Cavalry, Monsters, and War Machines	Special Combat Rules, Hard Cover, Special Shooting Rules for units within, War Machines may not be deployed in them
Rubble	Hard	Treat as Ruins	Move Through as Cover
Walls	Hard	Treat as Ruins	Defended Obstacle, Units against a wall may be seen and see over it
Lake/Swamp	Light	Dangerous	Aquatic units treat as open

Terrain in this tournament is placed in the following fashion. The table is divided into six equal 2'x2' sections, three per side. The players then dice off and take turns placing terrain pieces. Until all

sections have at least one piece, you may not place a piece where one has already been placed. The players then dice off for choice of deployment zone, as normal.

### Scoring the games:

Each round will include a scenario. Standard Victory point margins will give each player a Battle Point total ranging from zero to fourteen, as outlined in the chart below. In addition to this, there are six potential bonus points each round, allowing for a maximum battle point score of twenty in any given round. The standard Battle Point chart is as follows:

<i>Point Margin</i>	<i>Victory Type</i>	<i>Battle Points</i>
Lose by 1200 points or more	Massacred	0
Lose by 900 points to 1199 points	Major Loss	2
Lose by 300 points to 899 points	Minor Loss	5
Lose by 299 points or less –OR- Win by 299 points or less	Draw	7
Win by 300 points to 899 points	Minor Win	9
Win by 900 points to 1199 points	Major Win	12
Win by 1200 points or more	Massacre	14

In addition, each player scores their opponent with the Sportsmanship and Composition checklists provided with the scoring sheets at the end of the packet. Each checklist provides a 6 point Sportsmanship and Composition bonus. Finally, all players will be judged for painting. This is done with a 40 point checklist from our standard Grand Tournament painting rubric. When submitting score sheets, both players should bring the completed sheets and submit them to the scoring judge, together. The tournament staff encourages accurate sportsmanship and composition scoring, but reserves the right to investigate instances of extremely divergent scores to ensure accuracy.

This means that each player can potentially score as many as 100 battle points, 30 sportsmanship points, 30 composition points, and 40 painting points, for a possible total of 200 points. Favorite’s votes will be used solely for tie breaking in categories and do not impact the scores in any manner. The awards are as follows, in order of prestige:

**Overall Champion-** This is the highest total score, including all scoring categories. The tie breakers for best overall are Best Army Votes, then Favorite Opponent Votes. The Overall Champion will also be awarded one of the two Indi GT Finals Invites.

**Best General-** This is the highest total Battle Point score, with player scored composition then player scored sportsmanship being the tie breakers. The First Place Best General will receive the second of our two Indi GT Finals Invites, as well.

**Best Painted-** This is the highest painting score, with Best Army votes being the first tie breaker. The final tie breaker, if needed, will be the votes of the paint judges.

**Best Sportsman-** This is the highest Sportsmanship Score, with Favorite Opponent Votes then Composition Scores as the tie breakers.

**Players Choice-** This is the highest Composition Score, with Favorite Army Votes and then Sportsmanship scores breaking ties.

**Shawn Thomas Award-** This is the award for lowest battle points, while still having impeccable soft scores. This individual will be immortalized by having the award named for them in the following Slaughter.

**Mission Awards-** These are minor awards handed out each round to the first player to accomplish some mission specific goal. The goals will be announced at the start of each round.

**Misfire Awards-** These are awarded each round to the unluckiest person in the room, as determined by the Head Judge.

**Hunt for the Dark General-** This is awarded to the tournament player who managed to slay the most models when facing The Dark General. The prize will be awarded courtesy of GMI Games.

**Horseman Hobby Contest-** This is awarded to the player who had the most imaginative and well executed Headless Horseman model for Scenario Three. The Paint Judges are the final arbiter of who wins this particular award.

The Best General, Best Painted, and Best Sportsman awards also runner up awards, in their categories. Only the top placers in each category will receive a trophy or plaque, however. All other prize support will come from Games Workshop, Battle Foam, or our other sponsors.

## Round Schedule:

### **Friday August 20th:**

<b>Early Registration and Hall Setup</b>	Noon until 5pm
<b>Mixer at the Double Tree Hotel</b>	5pm until all the lists are tallied

### **Saturday August 21st:**

<b>Late Registration</b>	8:15am until 9:15am
<b>Round 1- All Hallows Eve</b>	9:30am until Noon
<b>Lunch Break</b>	Noon until 1:00pm
<b>Round 2- Trick or Treat</b>	1pm until 3:30
<b>Round 3- Headhunt</b>	4:00pm until 6:30pm
<b>Cleanup</b>	6:30 until 7:00pm

### **Sunday August 22nd:**

<b>Round 4- Witching Hour</b>	9:30am until Noon
<b>Lunch</b>	Noon until 1:00pm
<b>Round 5- Thump with Pumpkin</b>	1:00pm until 3:30pm
<b>Cleanup and Final Scoring</b>	3:30pm until 4:00pm
<b>Awards Ceremony</b>	4:00pm until 5:00pm
<b>Teardown and Departure</b>	5:00pm until 6:00pm

### **Conduct:**

All players are expected to conduct themselves in a sporting and courteous manner. Poor behavior and violations of the facility policies of the Ontario Convention Center will be handled at the discretion of the SCGWL judging staff. Any willful misrepresentation of dice rolls or army capabilities will result in severe discipline by the staff and may include penalties as severe as ejection from the tournament.

The on premises bar tender is a courtesy of the staff to allow the consumption of beverages at the venue. Attempts to smuggle in offsite beverages or poor self control due to excessive intoxication undermine our ability to have this privilege and will not be tolerated. We ask that all our players and guests exercise good judgment and utilize designated drivers when appropriate.

### **Acknowledgements:**

We wish to thank, in no particular order, the groups who have repeatedly contributed to the growing success and execution of our tournament. These include Romeo from Battle Foam, Toby and Catherine Walker from GMI Games, members of The Chosen and Leadership 2 gaming clubs, and our own SCGWL League for their continued participation. Special thanks to Mike and Amanda Garner, along with Touradj Mansouri, for getting it all going by founding the So Cal Slaughter Grand Tournaments.

### **SCGWL Staff:**

Quentin Bohn – Head Judge, Scenario Design ([phazael.scgwl@gmail.com](mailto:phazael.scgwl@gmail.com) )

Scott Tiveron- Co-Commissioner, Logistics ([tiv@cox.net](mailto:tiv@cox.net) )

Mike Ulibarri- League Treasurer ([mgu@earthlink.com](mailto:mgu@earthlink.com) )

Carol Tiveron- Terrain Design, Lead Paint Judge

Jennifer Starling- Terrain Design, Logistics

Roman Baker- Promotions, Sponsorship Coordination

# Scenario 1: All Hallows Eve

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*“Something wicked this way comes.”*

## **Deployment:**

This scenario uses the standard deployment rules for Pitched Battle.

## **Objective:**

Your forces have arrived in the forests of Sylvania to investigate the strange portents. Clear the field of Rivals and secure a foothold for your expedition.

## **Special Rules:**

Wood Elven players may use the Woodland Ambush Rule.

All woods, ruins, and buildings in this scenario are haunted by the spirits of Samhain. This means that any unit residing within such a feature must take a panic test at the start of each turn, fleeing towards the nearest table edge if they fail. Units which are immune to panic, for any reason, must take a Leadership test or suffer 1d6 Strength Four magical hits, against which no Ward saves may be taken.

## **Scoring:**

Score 0 to 14 Battle Points for Margin of Victory, as normal.

You score 2 Battle Points if you have sole control of at least one Woods, Ruin, or Building at the end of the game. To control it you must possess the only core unit or unit with a command model of any type fully within the feature and not be fleeing.

You score 2 Battle Points if you have at least one core unit in the enemy deployment zone at the end of the game. Units that do not count as minimum core choices may not be used to gain these battle points.

You score 2 Battle Points if you slay at least one enemy wizard by the end of the game. Units such as Horrors, Warrior Priests, Rune Smiths, and Lich Priests count as wizards for the purposes of this objective. If your opponent has no such models, you gain this bonus automatically.

# Scenario 2: Trick or Treat

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*"Ooh! Piece of Candy!"*

## Deployment:

This scenario uses the standard deployment rules for Pitched Battle. Prior to rolling for choice of sides, each player must take turns placing objective markers. A total of four markers are placed on the board. Each marker must be in a different table corner. They may not be placed within terrain, within 12" of a table edge, or within 6" of another counter.

## Objective:

You are here to pick through the ruins of the ancient tribes of man for trinkets of ancient power, while denying the enemy the spoils. The Objective Markers represent potential spoils left behind that the armies may scavenge. At the end of each game turn, if a player has the sole unengaged unit in contact with an objective marker, they acquire one Loot Point. In addition, the player must roll a six sided die. On a roll of one through four, nothing happens. On a roll of five, the counter is removed, as all potential loot has been exhausted, and the player receives one additional Loot Point for a total of two this turn. On a roll of six, the player has looted a cursed item and suffers 1d6 strength three hits, in addition to the effects of rolling a five. Loot Points may never be lost and should be tracked during the game.

## Special Rules:

Any unit in base contact with an Objective Marker is considered Steadfast. At the end of the game, each Loot Point scored is worth 100 VP.

## Scoring:

Score 0 to 14 Battle Points for Margin of Victory, as normal.

You score 1 battle point for exhausting an Objective Marker of loot.

You score 2 battle points for claiming Loot Points from two different Objectives.

You score 3 battle points for having sole control of at least one Objective at the end of the game.

# Scenario 3: Headhunt

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*“That’s the trouble. He was dead already.”*

## Deployment:

This scenario uses the standard pitched battle deployment, as outlined in the main rulebook.

## Objective:

Keep your head, while depriving the enemy of the same.

## Special Rules:

Each enemy lord slain is worth an additional 100 VP. Each enemy hero slain (including Assassins) is worth an additional 50 VP. Each enemy unit champion slain is worth an additional 25 VP. Finally, at the end of the game, the side with the most surviving characters and unit champions scores 250 VP.

At the start of each player’s second turn remaining moves phase, they must place their Headless Horseman model on the table. It must be placed somewhere within a piece of terrain, other than a building. The Horseman is worth 250 VP if slain and has the following stat line:

Unit	Move	WS	BS	S	T	W	A	I	Ld	Sv
Horseman	4	9	3	5	4	3	4	2	10	1+, Regeneration
Steed	8	3	0	4	4	1	1	2	6	Barding

Unit Type: Monstrous Cavalry

Equipment: Barded Steed, Full Plate, Shield, Hand Weapon

Special Rules: Ethereal, Regeneration (4+), Stomp, Unstable, Immune to Psychology, Heroic Killing Blow, Eternal Hatred, Terror, Magic Attacks, and must always accept challenges in any combat involving him. He may never join units for any reason.

## Scoring:

Score 0 to 14 Battle Points for Margin of Victory, as normal.

You score 1 battle point if your Horseman is alive at the end of the battle.

You score 2 battle points if your Horseman killed either a character or large target.

You score 3 battle points for slaying the opposing Horseman in a challenge.

# Scenario 4: The Witching Hour

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*"You'd be amazed what you'll agree to when you're on fire."*

## Deployment:

This scenario uses the standard deployment rules for Pitched Battle. In addition, prior to rolling for sides, each player must place their two objective markers on the table. One marker must be placed in each table corner, 30" from the short table edge and 18" from the long table edge. Done properly, this will result in a perfect 12" by 12" square in the center of the table.

## Objective:

Perform the Ritual to the Lady of the Night before her arrival at midnight, or face her wrath.

## Special Rules:

Whenever a spell is cast within the one foot zone in the table center outlined by the objective markers, one of the dice used must be substituted with the artillery die. This die is added to the casting value as normal, but may never cause an Irresistible Force result by rolling a six. Instead, it causes a special effect whenever a misfire result is rolled. On turns one through four, this roll is treated as a "Loss of Control" result, whether or not the spell was successfully cast. On turns five and six, this roll is treated as an Irresistible Force Result, but without the normal Loss of Control effect. This applies to Tomb King Incantations and bound items, as well. This scenario rule circumvents any special war gear or rule that can cause or negate miscasts, such as the Ring of Hotek, Cupped Hands, or Throne of Vines.

## Scoring:

Score 0 to 14 Battle Points for Margin of Victory, as normal.

You score 2 Battle Points if you control at least one Objective Marker at the end of the game.

You score 2 Battle Points if you have at least one wizard fully within the one foot square zone outlined by the objective markers.

You score 2 Battle Points for casting at least one spell successfully while using the artillery die.

# Scenario 5: Thump with Pumpkin

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*"I'm going to thump with Pumpkin! A flaming one!"*

## **Deployment:**

This scenario uses the standard deployment rules for Pitched Battle.

## **Objective:**

It's time to clear out of this cursed forest and burn down everything that gets in your way.

## **Special Rules:**

Wood Elven players may use their Woodland Ambush rule.

After deployment, declare two heroes or unit champions as being armed with flaming pumpkins. Once per game, these may be thrown at an enemy unit within 8" of the model. Do not roll to hit, but roll a single die. On a roll of 2-6, place one of your objective markers next to the unit. On a roll of 1, place it next to your own unit, as you have fumbled the toss. At the start of each subsequent player turn, any unit with such a marker under that player's control must roll the artillery die. Only one die is rolled, no matter how many markers the unit has, and the unit only ever rolls on the controlling player's turn. In the event of a misfire, the magic of the pumpkin is exhausted and one counter is removed. Otherwise, the unit suffers a number of S4 flaming magical hits equal to the number rolled on the die.

Challenges may not be declined in this scenario.

## **Scoring:**

Score 0 to 14 Battle Points for Margin of Victory, as normal.

You score 1 Battle Points if you used both of your pumpkins before the end of the game.

You score 2 Battle Points if you slay an opposing model in a challenge, or run it down during a challenge.

You score 3 Battle Points if you destroy all enemy models capable of casting spells or generating innate dispel dice. This includes any model with a bound power, such as Corpse Carts, Horrors, Warrior Priests, Rune Priests and Lich Priests. In the event that your opponent has no such models, you automatically claim this objective.

## Round 2: Trick or Treat

		Battle Points Scored:
<b>My Name:</b>		
<b>Opponent:</b>		

### Sportsmanship: (Check all that apply)

- My opponent was prepared and on time.
- My opponent played his turns in a reasonable amount of time.
- My opponent conducted their dice rolls and measurements in a transparent and accurate manner.
- My opponent resolved rules and game issues in a reasonable and fair manner.
- My opponent played with a pleasant demeanor and I would enjoy playing them again in the future.
- My opponent played in the complete spirit of the game and is a credit to the hobby.

### Composition: (Check all that apply)

- My opponent's army was accurately represented or clearly defined in advance if not WYSIWYG.
  - My opponent's army was not designed to abuse clear rules loopholes.
  - My opponent's army was themed and the units all contributed to that theme.
  - My opponent's army made reasonable and appropriate use of core troop selections.
  - My opponent's army did not unreasonably overwhelm any phase to a frustrating degree.
  - My opponent's army was built for a fun game, rather than optimized choices across the board.
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## Round 1: All Hallows Eve

		Battle Points Scored:
<b>My Name:</b>		
<b>Opponent:</b>		

### Sportsmanship: (Check all that apply)

- My opponent was prepared and on time.
- My opponent played his turns in a reasonable amount of time.
- My opponent conducted their dice rolls and measurements in a transparent and accurate manner.
- My opponent resolved rules and game issues in a reasonable and fair manner.
- My opponent played with a pleasant demeanor and I would enjoy playing them again in the future.
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### Composition: (Check all that apply)

- My opponent's army was accurately represented or clearly defined in advance if not WYSIWYG.
- My opponent's army was not designed to abuse clear rules loopholes.
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- My opponent's army made reasonable and appropriate use of core troop selections.
- My opponent's army did not unreasonably overwhelm any phase to a frustrating degree.
- My opponent's army was built for a fun game, rather than optimized choices across the board.

## Round 4: The Witching Hour

		Battle Points Scored:
<b>My Name:</b>		
<b>Opponent:</b>		

### Sportsmanship: (Check all that apply)

- My opponent was prepared and on time.
- My opponent played his turns in a reasonable amount of time.
- My opponent conducted their dice rolls and measurements in a transparent and accurate manner.
- My opponent resolved rules and game issues in a reasonable and fair manner.
- My opponent played with a pleasant demeanor and I would enjoy playing them again in the future.
- My opponent played in the complete spirit of the game and is a credit to the hobby.

### Composition: (Check all that apply)

- My opponent's army was accurately represented or clearly defined in advance if not WYSIWYG.
  - My opponent's army was not designed to abuse clear rules loopholes.
  - My opponent's army was themed and the units all contributed to that theme.
  - My opponent's army made reasonable and appropriate use of core troop selections.
  - My opponent's army did not unreasonably overwhelm any phase to a frustrating degree.
  - My opponent's army was built for a fun game, rather than optimized choices across the board.
- 

## Round 3: Headhunt

		Battle Points Scored:
<b>My Name:</b>		
<b>Opponent:</b>		

### Sportsmanship: (Check all that apply)

- My opponent was prepared and on time.
- My opponent played his turns in a reasonable amount of time.
- My opponent conducted their dice rolls and measurements in a transparent and accurate manner.
- My opponent resolved rules and game issues in a reasonable and fair manner.
- My opponent played with a pleasant demeanor and I would enjoy playing them again in the future.
- My opponent played in the complete spirit of the game and is a credit to the hobby.

### Composition: (Check all that apply)

- My opponent's army was accurately represented or clearly defined in advance if not WYSIWYG.
- My opponent's army was not designed to abuse clear rules loopholes.
- My opponent's army was themed and the units all contributed to that theme.
- My opponent's army made reasonable and appropriate use of core troop selections.
- My opponent's army did not unreasonably overwhelm any phase to a frustrating degree.
- My opponent's army was built for a fun game, rather than optimized choices across the board.

## Round 5: Thump with Pumpkin

		Battle Points Scored:
My Name:	_____	_____
Opponent:	_____	_____

### Sportsmanship: (Check all that apply)

- My opponent was prepared and on time.
- My opponent played his turns in a reasonable amount of time.
- My opponent conducted their dice rolls and measurements in a transparent and accurate manner.
- My opponent resolved rules and game issues in a reasonable and fair manner.
- My opponent played with a pleasant demeanor and I would enjoy playing them again in the future.
- My opponent played in the complete spirit of the game and is a credit to the hobby.

### Composition: (Check all that apply)

- My opponent's army was accurately represented or clearly defined in advance if not WYSIWYG.
- My opponent's army was not designed to abuse clear rules loopholes.
- My opponent's army was themed and the units all contributed to that theme.
- My opponent's army made reasonable and appropriate use of core troop selections.
- My opponent's army did not unreasonably overwhelm any phase to a frustrating degree.
- My opponent's army was built for a fun game, rather than optimized choices across the board.

**Favorite Opponent:** \_\_\_\_\_

**Favorite Army:** \_\_\_\_\_

**Remember to place these votes on the score sheet prior to turning in the round five scoring.**

**My Name:** \_\_\_\_\_

**My Email Address:** \_\_\_\_\_

**Note that SCGWL will only use this information for the purposes of notifying you of upcoming events. We will not distribute contact information to anyone for any reason.**

**My Favorite Scenario:** \_\_\_\_\_

**Why:** \_\_\_\_\_

**Least Favorite Scenario:** \_\_\_\_\_

**Why:** \_\_\_\_\_